### FALL SEMESTER

**WEBSTER GENEVA**

**SCHOOL OF BUSINESS & TECHNOLOGY**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title and Description</th>
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</thead>
<tbody>
<tr>
<td>ACCT 2010</td>
<td>Financial Accounting</td>
</tr>
<tr>
<td>BUSN 2750</td>
<td>Introduction to Statistics</td>
</tr>
<tr>
<td>BUSN 3710</td>
<td>Entrepreneurial Financial Management</td>
</tr>
<tr>
<td>COSC 3410</td>
<td>Computer and Information Security</td>
</tr>
<tr>
<td>CSIS 1500</td>
<td>Intro to Business Technologies</td>
</tr>
<tr>
<td>ECON 2000</td>
<td>Survey of Economics</td>
</tr>
<tr>
<td>FINC 3210</td>
<td>Principles of Finance</td>
</tr>
<tr>
<td>MATH 1430</td>
<td>College Algebra (QL)</td>
</tr>
<tr>
<td>MNGT 2100</td>
<td>Management Theory and Practices</td>
</tr>
<tr>
<td>MNGT 2500</td>
<td>Marketing</td>
</tr>
<tr>
<td>MGMT 3320</td>
<td>Business Law: International</td>
</tr>
<tr>
<td>MGMT 3450</td>
<td>Principles of Organizational Behavior</td>
</tr>
<tr>
<td>MGGT 3540</td>
<td>Digital Marketing</td>
</tr>
<tr>
<td>MGGT 3580</td>
<td>Professional Selling</td>
</tr>
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**FALL I**

- BUSN 3500 Business and Global Issues
- COSC 1560 Computer Programming II
- COSC 1800 Python Programming*
- COSC 3050 Data Structures I
- CSSS 2410 Cybersecurity and Internet Architecture
- ECON 3200 Money and Banking*

**FALL II**

- BUSN 1000 Business Spreadsheets
- BUSN 4500 Ethical Issues in Business
- COSC 1550 Computer Programming I
- COSC 3100 Data Structures II
- CSSS 2510 Cyber Attacks and Defense
- ECON 3150 Digital Economy*
- MATH 2200/STAT 1100 Statistics (QL)
- WSBT 2000 Career Exploration (1 credit)

**SCHOOL OF COMMUNICATIONS**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title and Description</th>
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<tbody>
<tr>
<td>EPMD 1040</td>
<td>Visual Storytelling*</td>
</tr>
<tr>
<td>INTM 1600</td>
<td>Introduction to Interactive Digital Media* (SSHB/CRI)</td>
</tr>
<tr>
<td>MDST 1050</td>
<td>Media Writing (WCOM)</td>
</tr>
<tr>
<td>SPCM 1040</td>
<td>Public Speaking (SSH/C.COM)</td>
</tr>
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**FALL I**

- EPMD 1000 Introduction to Media Production* (ARTS/O COM)
- GAME 1000 Analogue Game Design*
- KEYS 4008 Keystone Seminar*

**FALL II**

- GAME 2100 Game Studies*
- MDST 3260 Global Media Practice* (GLBL/INTC)

*Indicates Geneva signature courses that may carry an additional fee.

### FALL SEMESTER

**COLLEGE OF SCIENCE & HEALTH**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title and Description</th>
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</thead>
<tbody>
<tr>
<td>BIO 1010</td>
<td>Human Biology (PNW/CRI)</td>
</tr>
<tr>
<td>PSYC 1100</td>
<td>Intro to Psychology (QL)</td>
</tr>
<tr>
<td>PSYC 2750</td>
<td>Intro to Measurement and Statistics</td>
</tr>
<tr>
<td>PSYC 3125</td>
<td>Abnormal Psychology</td>
</tr>
<tr>
<td>PSYC 3575</td>
<td>Industrial/Organizational Psychology</td>
</tr>
<tr>
<td>SCIN 1120</td>
<td>Natural Disasters (PNW/WCOM)</td>
</tr>
</tbody>
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**FALL II**

- PSYC 2150 Psychology of Sleep* (PNW/ETH)
- SCIN 1030 Science in the News

**COLLEGE OF HUMANITIES & SOCIAL SCIENCES**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title and Description</th>
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</thead>
<tbody>
<tr>
<td>FREN 1090</td>
<td>Elementary French: Level I* (GLBL/INTC)</td>
</tr>
<tr>
<td>FREN 2090</td>
<td>Intermediate French Level I</td>
</tr>
<tr>
<td>GLBC 1200</td>
<td>Global Cornerstone Seminar</td>
</tr>
<tr>
<td>GRMN 1090</td>
<td>Elementary German: Level I* (GLBL/INTC)</td>
</tr>
<tr>
<td>HIST 3150</td>
<td>International Affairs</td>
</tr>
<tr>
<td>INTL 1500</td>
<td>The World System Since 1500 (GLBL/CR)</td>
</tr>
<tr>
<td>PHIL 2110</td>
<td>Introduction to Ethics (ROC/ETH)</td>
</tr>
<tr>
<td>POLT 1050</td>
<td>Introduction to International Relations (GLBL/INTC)</td>
</tr>
<tr>
<td>POLT 2600</td>
<td>Research Methods and Approaches in Political Science</td>
</tr>
<tr>
<td>WRIT 1010</td>
<td>The Craft of College Writing (WCOM)</td>
</tr>
</tbody>
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**FALL I**

- ARHS 2220 Current Art* (ROC/CRI)

**FALL II**

- GLBC 1200 Global Cornerstone Seminar
- INTL 3260 International Communications*
- PHOT 1010 Digital Basic Photography* (ARTS/O COM)
- PHOT 2870 International Photojournalism*
- POLT 1550 Introduction to Political Argumentation and Debate* (PNW/CRI)

**WW W.WEBSTER.EDU/STUDYABROAD**

**UNDERGRADUATE**

Fall 2024

Fall Semester: August 19 - December 13

Fall I: August 19 - October 11

Fall II: October 21 - December 13
WEBSTER GENEVA

COLLEGE OF SCIENCE & HEALTH

FALL I
COUN 5020 Foundations of Counseling
COUN 5200 Theories of Counseling
COUN 5840 School Counseling

FALL II
COUN 5050 Human Growth and Development
COUN 5100 Social and Cultural Counseling
COUN 5640 Couples, Marriage, and Family Counseling

COLLEGE OF HUMANITIES & SOCIAL SCIENCES

FALL I
MIGR 5000 Intro to Migration, Climate Change and the Environment
MIGR 5100 Research Methods and Perspectives

FALL II
MIGR 5400 International Migration Law
MIGR 5600 Migration, Climate Change and the Environment

SCHOOL OF BUSINESS & TECHNOLOGY

FALL I
BUSN 5000 Business
MBA 5910 Cases in Value Creation
MBA 5920 Adding Value to Organizations
MNGT 5000 Organizational Behavior
MNGT 5650 Management and Strategy
HRDV 5630 Organization Development and Change

FALL II
MBA 5010 Value Creation
MBA 5020 Quantitative Methods
MNGT 6000 Integrated Studies in Management

**Courses are subject to change
WEBSTER GENEVA
SIGNATURE COURSES

FALL SEMESTER

INTM 1600 Introduction to Interactive Media (SSHB/CRI)
Cross-listed with EPMD 1040 Intro to Visual Storytelling. Offers a practical introduction to interactive media, students learn the concept, information and interactive design, production strategies, technical aspects of production and publication, and practical applications of interactive media in educational, commercial, and public environments. Students will learn to create formal design documents that include flowcharts, treatments, scripts, and storyboards, and their best work gets published in 78 Magazine and showcased at the Webster University Geneva Media Showcase.

GRMN 1090 Elementary German: Level I (GLBL/INTC)
Teaches listening comprehension, speaking, reading, and writing with the emphasis on understanding and speaking. The goal is fluency in the basic German needed for everyday situations and the recognition of challenges in intercultural communication. Includes a trip to Interlaken. Trip fee: 120 USD.

FREN 1090 Elementary French: Level I (GLBL/INTC)
Learn listening comprehension, speaking, reading, and writing, with emphasis on understanding and speaking. The goal is fluency in the basic French needed for everyday situations. This class may include an immersive trip to Geneva and/or visits from guest speakers to class.

ILC 2150 Topics in Chinese Culture: Where East Meets West (GLBL/INTC)
Celebrate the year of the Dragon and embark on a fascinating journey through the rich tapestry of Chinese culture in the heart of Geneva. This comprehensive offers a broad exploration of China's customs, history, literature, and arts, and aims to foster a deeper appreciation and cross-cultural understanding of the cultural nuances that have shaped one of the world's oldest civilizations. Students’ learning will be enriched with field trips to local Chinese cultural events celebrating the Chinese New Year, museums (such as the Musée d’art et d’histoire, the Musée d’Ethnographie and Fondation Baur), and restaurants. Trip fee: 240 USD.

FALL I

KEYS 4008 Leading from Where You Are
This interdisciplinary course explores leadership styles and assists students in developing their strengths in order to develop a distinctive philosophy of leadership. Students will be given the opportunity to develop their leadership through an assessment of their own strengths, projects to develop leadership and learn how to exercise leadership in teams, and reflections on these experiences. Applied real-world opportunities include attendance and participation in business network events held both on and off campus, including as part of the Webster University Geneva Business Networking Week.

ARHS 2200 Current Art: The Business of Art (ROC/CRI)
Surveys many of the dominant styles and theories of contemporary art. As there cannot be an accepted “received history” of the art of our own time, the content of the course will be organized along both a lineal and thematic approach, with special attention to the political and social constructs implicit in the creation of recent “avant-garde” art. Students will be introduced to the nature of the “art world,” current trends in art, and the dialogues taking place both in and around its creation. Includes visits to Geneva art week and art auction, and visit to the Lyon Biennale located in Lyon, the second largest city in France. Trip fee: 120 USD.

COSC 1800 Python Programming
This course covers programming and application development using Python. Topics include programming and problem-solving using Python. Topics include procedures and functions, iteration, recursion, sequence, dictionaries, arrays and vectors, strings, algorithms, object-oriented programming, GUIs (graphical user interfaces) and other Python programming topics. Additionally, students will have the unique opportunity to expand their understanding of real-world applications during a related visit to CERN, providing insights into the intersection of Python programming and cutting-edge scientific research.

GAME 1000 Analog Game Design
A Comprehensive Journey through Game Design Theory and Prototyping. Analog games form the basis of all game design, including video and computer games. This course teaches students game design theory through discussions and analysis of board, card, and dice games. They then apply the theory by creating and refining their prototypes through multiple playtesting and revision cycles. Students attending this course will be involved in a Webster University Geneva Game Jam event in September 2024.

courses are subject to change
WEBSTER GENEVA
SIGNATURE COURSES

FALL I CONTINUED

EMPD 1000 The Big Blue: Media Production in Greece (ARTS/OCOM)
The EPMD 1000 course will bring students to the Cycladic island of Paros. The aim of this unforgettable experience is to expose the participants to the production of media in the field while living in a different cultural context. Being the cradle of Western culture, Greece is the perfect environment for this purpose. Students will be led by the professor through the basic elements of design and composition. They will be challenged to understand the connections with contemporary creativity and innovation in the fields of media production. Trip fee: 1650 USD.

ECON 3200 Money, Banking, and Decision-Making in the Financial World
Unlock the secrets of the financial world with our comprehensive course, “Money, Banking, and Decision-Making.” Designed to provide students with a solid foundation in the fundamentals of decision-making, this course explores the intricacies of financial decision processes and common errors that can impact the economic landscape. Through a unique blend of theoretical knowledge and practical applications, students will gain valuable insights into the dynamic intersection of money, banking, and effective decision-making. As an integral part of the course, students will visit the banking district in Geneva and will embark on a captivating study trip to the financial hub of Europe – Luxembourg. This immersive experience aims to provide firsthand exposure to the practical applications of decision-making principles in the world of money and banking. Trip fee: 580 USD.

FALL II

POLT 1550 Introduction to Political Argumentation and Debate (SSHBI/CR)
Learn the basic principles of debate, emphasizing the development of research, critical thinking, and oral presentation skills. Students research one or more contemporary public policy issues and are expected to attend and participate in debates taking place at the Webster University Geneva International Human Rights and Security Conference.

MDST 3260 Global Media Practice (GLBL/INTC)
Cross-listed with INTL 3260. In this course, students will cultivate information from diverse international media sources in order to engage critically with the problems presented by the production, distribution and consumption of global media products with an understanding of the social, political and economic influences that shape these globalized cultural products. This class also focuses on communication as it relates to developing relationships with global audiences across different media, including digital web content, social media and other networking platforms. Students enrolled in this class are expected to attend and participate in the Webster University Geneva International Human Rights and Security Conference.

ECON 3150 Issues in Economics: Dynamics of the Digital Economy: Navigating Transformation and Innovation
Cross-listed with MNGT 3100. This course explores the dynamic landscape of the digital economy, examining the multifaceted realm where technology intersects with commerce. Students will be introduced to the intricate web of digital transactions, e-commerce strategies, and the transformative impact of technological innovations on businesses and industries. While offering a comprehensive understanding of the evolving economic paradigm, this course will also prepare students to navigate and thrive in the rapidly changing digital landscape. Experts in the field will be invited to speak.

PHOT 2870 Global Lens: Digital Storytelling in International Photojournalism
Explore the foundations of photojournalism traditions while crafting compelling photo stories with digital cameras. Delve into the works of prominent figures in international journalism, focusing on major themes. Visits to exhibitions in the context of the Swiss Photo Month will be planned. Prior experience in photography is beneficial but not mandatory. Trip fee: 120 USD.

courses are subject to change

WWW.WEBSTER.EDU/STUDY-ABROAD
PSYC 2150 Psychology of Sleep: Dreaming with Carl Gustav Jung (PNW/CRI)
This course would cover the brain, stages of sleep, sleep issues, Allan Hobson, sleep discoveries like REM, Freud, Jung, and the Swiss Existentialists like Bingswanger and Boss. Also, extensive coverage of dreams from childhood through adulthood and old age. Trip to Jungian Institute in Zurich. Trip fee: 120 USD.

GAME 2100 Games and Society: Exploring Cultural Narratives
This course delves into the societal impact of games, examining the reflections of our culture in the games we play. Students conduct research on social issues, assessing their influence on games and gamers, and vice versa. They showcase their understanding through team presentations and by developing games that spotlight current social issues of personal interest. The best work produced will be presented at the Webster University Geneva Media Showcase by the end of 2024.